

Mahnoor Shoaib Ghega

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EDUCATION

Shaheed Zulfikar Ali Bhutto Institute of Science and Technology (SZABIST) Islamabad, Pakistan
Bachelor of Science in Software Engineering Feb. 2021 – Jan 2025

EXPERIENCE

IT Intern July 2023 – August 2023
Golden Gate City Mandibahauddin, Pakistan

- Provided technical support to staff and residents by troubleshooting IT issues and ensuring system functionality.
- Assisted in maintaining and updating the society's IT infrastructure, including hardware, software, and network systems.
- Helped with data management, including backups, documentation, and inventory tracking of IT assets.

PROJECTS

Rush Ride 3D Multiplayer Game | *Unity, C sharp, Firebase, Blender, Git* Feb 2024 – Jan 2025

- * Developed core gameplay mechanics including vehicle physics, stunts, and racing dynamics using Unity's physics engine
- * Integrated Photon Unity Networking (PUN) for real-time multiplayer functionality, enabling smooth and synchronized gameplay
- * Designed and implemented 3D models, animations, and particle effects to enhance visual appeal and user engagement
- * Utilized Unity's UI system to create intuitive menus and HUD elements for a seamless user experience

Excise Office with Sub-branches Project | *Cisco Packet Tracer* Feb. 2023 – June 2023

- * Designed and configured a network simulation for Excise Office and sub-branches using Cisco Packet Tracer
- * Implemented routing protocols and VLANs to optimize network communication and data flow
- * Utilized Cisco Packet Tracer's security features to set up firewalls and secure the network
- * Applied troubleshooting techniques to identify and resolve network connectivity issues within the simulation

CPU Scheduling Algorithm | *C++* Sept. 2022 – Jan 2023

- * Implemented CPU scheduling algorithms including FCFS, Round Robin, SJF, and Priority Scheduling in C++
- * Designed data structures and functions to manage processes and calculate efficiency metrics like turnaround time
- * Tested and debugged the program to ensure accurate process scheduling and resource optimization

TECHNICAL SKILLS

Languages: C/C++, JavaScript, HTML/CSS, Python, Java, SQL (Postgres), SQL (MySQL)
Frameworks and Libraries : React, Node.js, Redux, Axios, Mongoose, Unity, Photon Unity Networking (PUN), Bootstrap, pandas, NumPy
Database Management : MongoDB, MySQL, Firebase
Others: Cisco Packet Tracer, Blender (for 3D modeling)